

1     **CLAIMS**

2           1. A system for playing a live card game involving a plurality of live participants,  
3     said live participants including at least one player and at least one dealer, said participants  
4     personally attending the card game about the system at a gaming table, comprising:

5           at least one participant video display providing a plurality of changeable participant  
6     display images;

7           virtual playing cards having playing card images which indicate the virtual playing  
8     cards dealt or otherwise assigned to the live participants;

9           slot symbols which are associated with virtual playing cards in a manner which varies  
10    during play of the card game, said slot symbols being presented to participant so as to  
11    provide participant slot groups which vary between winning slot groups and losing slot  
12    groups when virtual playing cards and associated slot symbols are assigned to the live  
13    participants during play of the card game;

14          at least one game processor for processing data to perform at least the following  
15    functions:

16           providing game rules which at least partially administer play of the card game;

17           defining a stack of virtual playing cards having one or more decks of virtual

18           playing cards included therein for use in playing the card game;

19           shuffling the stack of virtual playing cards to determine the order of virtual

20           playing cards dealt or otherwise assigned to the participants;

21           selecting slot symbols from a total set of slot symbols which are available for  
22           selection;

23           associating slot symbols to virtual playing cards;

1        dealing virtual playing cards to participants from the stack according to the game  
2                rules;  
3        instructing the participant video displays to display at least playing card images  
4                indicating the virtual playing cards assigned to a participant, said virtual  
5                playing cards being assigned to a participant to form the participant's card  
6                hand;  
7        displaying any participant slot symbols assigned to the participants during play  
8                of the card game;  
9        at least one dealer control which includes at least one dealer control sensor which is  
10       activated by the dealer to control action of the card game including at least dealing of  
11       virtual playing cards to the participants;  
12       whereby a participant may receive a jackpot in response to receiving a winning slot  
13       group, or may receive a payoff in response to a winning card hand defined by the virtual  
14       playing cards dealt to the participant.  
15       2. A system according to claim 1 further comprising a pay line display for  
16       performing said displaying any participant slot symbols.  
17       3. A system according to claim 1 further comprising a pay line display for  
18       performing said displaying any participant slot symbols, said pay line display being a part  
19       of said at least one participant video display .  
20       4. A system according to claim 1 further comprising at least one pay line display  
21       for performing said displaying any participant slot symbols, said at least one pay line  
22       display including a secondary pay line display which is separate from said at least one  
23       participant video display .

1        5. A system according to claim 1 wherein said at least one game processor  
2 additionally performs the function of recording game action for the card game being  
3 played to enable subsequent analysis or replay .

4        6. A system according to claim 1 wherein said at least one dealer control includes  
5 a plurality of dealer control sensors.

6        7. A system according to claim 1 wherein said at least one dealer control includes  
7 a plurality of dealer control sensors, said dealer control sensors including at least one  
8 touch sensor controlling one or more of the following functions:

9            indicating a player has chosen to receive a hit card;

10           indicating a player has chosen to stand;

11           indicating a player has chosen to split the participant's card hand; or ,

12           indicating a player has chosen to double down.

13        8. A system according to claim 1 wherein said at least one dealer control includes  
14 a plurality of dealer control sensors which are provided in a simulated dealing shoe which  
15 has a stack display which displays a stack image which simulates the stack.

16        9. A system according to claim 1 and further comprising at least one chip sensor for  
17 detecting betting chips placed by said at least one player , said at least one chip sensor  
18 including optical detectors.

19        10. A system according to claim 1 and further comprising:

20           at least one chip sensor for detecting betting chips placed by said at least one player ,

21           said at least one chip sensor including an optical detector;

22           at least one background optical detector for sensing ambient light.

11. A system according to claim 1 and further comprising at least one ante sensor for detecting when a player has placed an ante bet which optionally qualifies the player to play for a winning slot group.

12. A system according to claim 1 and further comprising at least one chip sensor for detecting betting chips placed by said at least one player , said at least one chip sensor being capable of reading the value of the betting chips.

13. A system according to claim 1 and further comprising at least one chip sensor for detecting betting chips placed by said at least one player , said at least one chip sensor being capable of reading the value of the betting chips as a result of the betting chips including an electronically programmed identification circuit.

14. A system according to claim 1 wherein said at least one participant video display provides participant display images which include a player hand count number .

15. A system according to claim 1 wherein said at least one participant video display provides participant display images which include a player hand count number and a dealer hand count number .

16. A system according to claim 1 wherein said at least one participant video display provides participant display images which include a border portion of the display which indicates outcome of the player's hand.

17. A system according to claim 1 wherein the system includes a presentation unit which is a retrofit unit supported upon an upper surface of the gaming table.

18. A system according to claim 1 and further comprising at least one participant identification reader for reading identification of at least one participant.

1 19. A system according to claim 1 and further comprising at least one participant  
2 identification reader for reading identification of at least one participant using a sensor  
3 which detects biological information detected from a body of the participant.

4 20. A system according to claim 1 wherein said at least one game processor is  
5 capable of performing said shuffling function using a plurality of different shuffling  
6 processes.

7 21. A system according to claim 1 wherein said at least one game processor is  
8 capable of performing said shuffling function using a shuffling process which reorders the  
9 stack after each card is dealt from the deck.

10 22. A system according to claim 1 wherein said at least one game processor is  
11 capable of performing said shuffling function using a shuffling process which reorders the  
12 stack after each card is dealt from the deck, the reordering being performed after  
13 excluding any cards which have been dealt and are currently in the hand of a participant.

14 23. A system for playing a live card game involving a plurality of live participants,  
15 said live participants including at least one player and at least one dealer, said participants  
16 personally attending the card game about the system at a gaming table, comprising:

17 at least one participant video display providing a plurality of changeable participant  
18 display images;

19 virtual playing cards;

20 playing card images which indicate the nature of virtual playing cards dealt or  
21 otherwise assigned to the live participants;

22 slot symbols which are associated with virtual playing cards in a manner which varies  
23 during play of the card game, said slot symbols being presented to the participants so as  
24 to provide participant slot groups which vary between winning slot groups and losing slot

1 groups when virtual playing cards and associated slot symbols are assigned to the live  
2 participants during play of the card game;

3 at least one game processor for processing data involving the virtual playing cards and  
4 slot symbols;

5 at least one dealer control which includes at least one dealer control sensor which is  
6 activated by the dealer to control action of the card game including at least dealing of  
7 virtual playing cards to the participants;

8 whereby a participant may receive a jackpot in response to receiving a winning slot  
9 group, or may receive a payoff in response to a winning card hand defined by the virtual  
10 playing cards dealt to the participant.

11 24. A system according to claim 23 further comprising a pay line display for  
12 displaying participant slot symbols.

13 25. A system according to claim 23 further comprising a pay line display for  
14 displaying slot symbols, said pay line display being a part of said at least one participant  
15 video display.

16 26. A system according to claim 23 further comprising at least one pay line display  
17 for displaying participant slot symbols, said at least one pay line display including a  
18 secondary pay line display which is separate from said at least one participant video  
19 display.

20 27. A system according to claim 23 wherein said at least one game processor  
21 additionally performs a function of recording game action for the card game being played  
22 to enable subsequent analysis or replay .

23 28. A system according to claim 23 wherein said at least one dealer control includes  
24 a plurality of dealer control sensors.

1 29. A system according to claim 23 wherein said at least one dealer control includes  
2 a plurality of dealer control sensors, said dealer control sensors including at least one  
3 touch sensor controlling one or more of the following functions:

4 indicating a player has chosen to receive a hit card;

5 indicating a player has chosen to stand;

6 indicating a player has chosen to split the participant's card hand; or ,

7 indicating a player has chosen to double down.

8 30. A system according to claim 23 wherein said at least one dealer control includes  
9 a plurality of dealer control sensors which are provided in a simulated dealing shoe which  
10 has a stack display which displays a stack image which simulates the stack.

11 31. A system according to claim 23 and further comprising at least one chip sensor  
12 for detecting betting chips placed by said at least one player .

13 32. A system according to claim 23 and further comprising at least one chip sensor  
14 for detecting betting chips placed by said at least one player , said at least one chip sensor  
15 including optical detectors.

16 33. A system according to claim 23 and further comprising:

17 at least one chip sensor for detecting betting chips placed by said at least one player ,  
18 said at least one chip sensor including an optical detector;

19 at least one background optical detector for sensing ambient light.

20 34. A system according to claim 23 and further comprising at least one ante sensor  
21 for detecting when a player has placed an ante bet which optionally qualifies the player  
22 to play for a winning slot group.

1 35. A system according to claim 23 and further comprising at least one chip sensor  
2 for detecting betting chips placed by said at least one player , said at least one chip sensor  
3 being capable of reading the value of the betting chips.

4 36. A system according to claim 23 and further comprising at least one chip sensor  
5 for detecting betting chips placed by said at least one player , said at least one chip sensor  
6 being capable of reading the value of the betting chips as a result of the betting chips  
7 including an electronically programmed identification circuit.

8 37. A system according to claim 23 wherein said at least one participant video  
9 display provides participant display images which include a player hand count number .

10 38. A system according to claim 23 wherein said at least one participant video  
11 display provides participant display images which include a player hand count number and  
12 a dealer hand count number .

13 39. A system according to claim 23 wherein said at least one participant video  
14 display provides participant display images which include a border portion of the display  
15 which indicates outcome of the player's hand.

16 40. A system according to claim 23 wherein the system includes a presentation unit  
17 which is a retrofit unit supported upon an upper surface of the gaming table.

18 41. A system according to claim 23 and further comprising at least one participant  
19 identification reader for reading identification of at least one participant.

20 42. A system according to claim 23 and further comprising at least one participant  
21 identification reader for reading identification of at least one participant using a sensor  
22 which detects biological information detected from a body of the participant.



1 43. A system according to claim 23 wherein said at least one game processor is  
2 capable of performing said shuffling function using a plurality of different shuffling  
3 processes.

4 44. A system according to claim 23 wherein said at least one game processor is  
5 capable of performing said shuffling function using a shuffling process which reorders the  
6 stack after each card is dealt from the deck.

7 45. A system according to claim 23 wherein said at least one game processor is  
8 capable of performing said shuffling function using a shuffling process which reorders the  
9 stack after each card is dealt from the deck, the reordering being performed after  
10 excluding any cards which have been dealt and are currently in the hand of a participant.

11 46. A system for playing a live card game involving a plurality of live participants,  
12 said live participants including at least one player and at least one dealer, said participants  
13 personally attending the card game about a gaming table, comprising:

14 a plurality of participant video displays for providing a plurality of changeable  
15 participant display images therefrom;

16 virtual playing cards, said plurality of participant video displays providing participant  
17 display images which include playing card images indicating the virtual playing cards  
18 dealt or otherwise assigned to the live participants;

19 slot symbols which are associated with virtual playing cards in a manner which varies  
20 during play of the card game, said slot symbols being presented to the participants so as  
21 to provide participant slot groups which vary between winning slot groups and losing slot  
22 groups when virtual playing cards and associated slot symbols are assigned to the live  
23 participants during play of the card game;

1 at least one game processor for processing data involving the virtual playing cards and  
2 slot symbols.

3 47. A system according to claim 46 wherein said at least one game processor  
4 additionally functions by allowing replay of game action which has been recorded by the  
5 game processor.

6 48. A system according to claim 46 wherein said at least one game processor  
7 additionally functions by allowing reversal of a previous game action which has been  
8 recorded by the game processor . .

9 49. A method for playing a live card game involving a plurality of live participants,  
10 said live participants including at least one player and at least one dealer, said participants  
11 personally attending the card game about a gaming table, comprising:

12 displaying a plurality of changeable participant display images from at least one  
13 participant video display, said plurality of participant video displays providing participant  
14 display images;

15 processing data using at least one game processor to perform at least the following  
16 functions:

17 providing game rules which at least partially administer play of the card game;

18 defining a stack of virtual playing cards having one or more decks of virtual

19 playing cards included therein for use in playing the card game;

20 selecting slot symbols from a total set of slot symbols which are available for  
21 selection;

22 associating slot symbols to virtual playing cards;

1 shuffling the stack of virtual playing cards to produce a stack sequence which  
2 determines the order of virtual playing cards dealt or otherwise assigned to  
3 the participants;  
4 dealing virtual playing cards to participants from the stack according to the game  
5 rules;  
6 instructing the participant video displays to display at least playing card images  
7 indicating virtual playing cards assigned to the participants, said virtual  
8 playing cards assigned to the participant forming the participant's card hand;  
9 displaying any participant slot symbols assigned to the participants during play of the  
10 card game;  
11 controlling play of the card game using at least one dealer control which includes at  
12 least one dealer control sensor which is activated by the dealer to control action of the  
13 card game including at least dealing of virtual playing cards to the participants;  
14 awarding jackpots to players who receive a winning slot symbol.

15 50. A method according to claim 49 and further including recording game action for  
16 the card game being played to enable subsequent analysis or replay .

17 51. A method according to claim 49 and further including reversing game action for  
18 the card game being played to delete the ef fects of one or more actions taken in playing  
19 the card game.

20 52. A method according to claim 49 and further including displaying a simulated  
21 stack.

22 53. A method according to claim 49 and further including sensing placement of chips  
23 by a player for purposes of indicating participation in the card game.

1        54. A method according to claim 49 and further including sensing placement of chips  
2 by a player for purposes of indicating an insurance bet being placed in the card game.

3        55. A method according to claim 49 and further including sensing an ante chosen by  
4 a player for purposes of indicating optional qualification of the player to be awarded a  
5 jackpot for receiving a winning slot symbol.

6        56. A method according to claim 49 and further including sensing placement of at  
7 least one ante chip by a player for purposes of indicating optional qualification of the  
8 player to be awarded a jackpot for receiving a winning slot symbol.

9        57. A method according to claim 49 and further including sensing the value of chips  
10 placed by the players.

11       58. A method according to claim 49 and further including communicating  
12 instructions from the players to the dealer to indicate playing decisions being made by the  
13 player in carrying out play of the card game.

14       59. A method according to claim 49 wherein said shuf fling step is performed using  
15 a shuffling process which reorders the stack after each card is dealt from the deck.

16       60. A method according to claim 49 wherein said at least one game processor is  
17 capable of performing said shuffling function using a shuffling process which reorders the  
18 stack after each card is dealt from the deck, the reordering being performed after  
19 excluding any cards which have been dealt and are currently in the hand of a participant.  
20